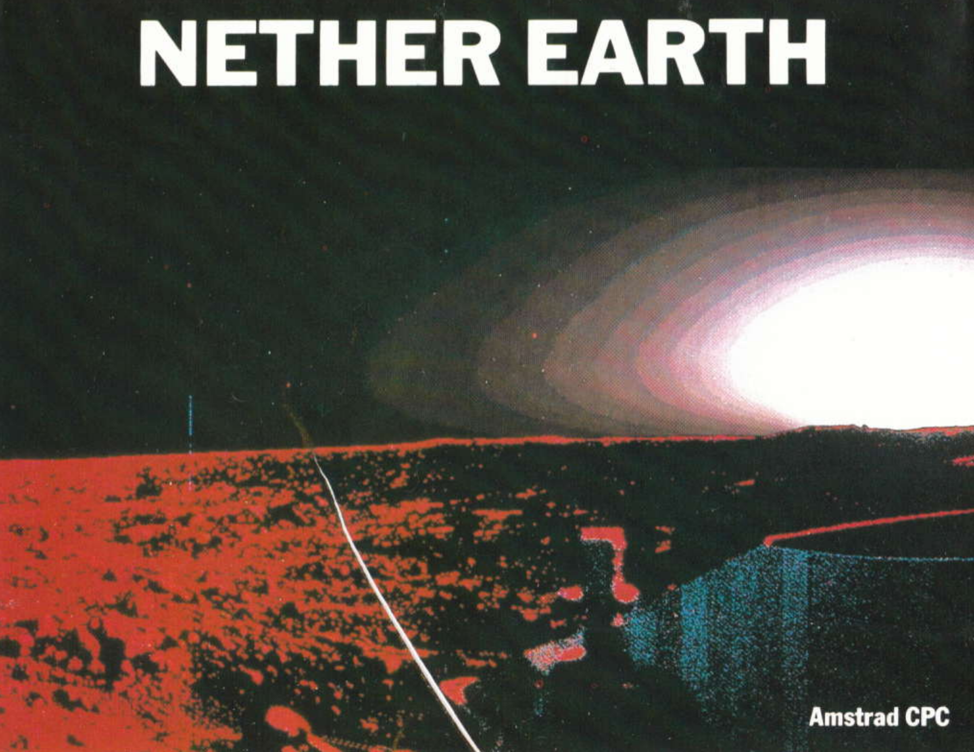

NETHER EARTH
Amstrad CPC

*It can be done!*

## The Insignians can be beaten!

At last, the humans are in a position to launch a major offensive against the three Insignian war bases.

They came from beneath the surface of the Earth five eons ago, and have been using their superior knowledge to make the humans their slaves. Every attempt at regaining power has resulted in human losses in tens of millions. Now you have the chance to reverse the odds.

Use your factories to build up robots, and to arm them with weapons ranging from cannon through to Nuclear missiles. (Decide for yourself whether to build slow moving robots with Bipod chassis units, or the more expensive and more manoeuvrable Anti-Grav chassis. Resource points need to be accumulated for a truly effective defence strategy.)

Each side can have a maximum of 24 robots. But only *you* can decide when to stop and defend, or to advance on the enemy.

Make the right decisions, and you'll save the Earth.

Make the wrong decisions and you may never get another chance . . .

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